JOB SHEET 2-4-60
USING AUXILIARY BACKGROUND MAP FILES

INTRODUCTION

The PUP has the capability of accessing up to 21 Background Map **files**, one for the associated RPG, and twenty from other sites. The files must first be saved on an optical disk (See USERS GUIDE: PUP/RPGOP). Once that is accomplished, the user may read these files into the system where they are ready for use with associated or non-associated products. NOTE - These are **not** the same as maps attained from a non-associated request (REQUEST MAPS). These are entire map files which must first be loaded onto the PUP (via BACKUP procedures) and then saved on an optical disk. For information on archiving requested (non-associated) maps see JS2-4-59.

OBJECTIVE

Use the Archive Menu to access auxiliary background map files.

REFERENCES

NWS EHB 6-531-1, USERS GUIDE: PUP/RPGOP, Sections 10.2.17 and 10.2.18

PROCEDURE

1. From the (**A**)rchive Menu, type **R,B,<RPG>,<FILE NO.>** and press **RETURN**.

   - This is to (**R**)ead the (**B**)ackground Map file of the desired <**RPG**>, and put it in one of 20 slots <**file 2 - 21**>. The slot occupied by file 1 is intended for use by map files from your Associated RPG.

   - The desired maps should now be available when products from the specified RPG are on display.

   - Note - This procedure requires that the archived map files already exist on the optical disk in use. The method for placing these files onto the optical disk is described in the PUP/RPGOP User's Guide.

2. To check the status of the background map files, type **S,B** from the Main Menu and press **RETURN**.

   - The feedback line specifys which RPG Background Map file is in use and which slots they occupy.

END